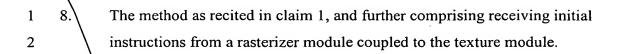
CLAIMS

What is claimed is:

A method for retrieving instructions from memory utilizing a texture module in a graphics pipeline, comprising:

- 3 (a) sending an instruction request to memory utilizing a texture module in a graphics pipeline; and
- 5 (b) receiving instructions from the memory in response to the instruction request utilizing the texture module in the graphics pipeline.
- The method as recited in claim 1, and further comprising sending a texture request to memory utilizing the texture module in the graphics pipeline.
- The method as recited in claim 2, and further comprising receiving texture information from the memory in response to the texture request utilizing the texture module in the graphics pipeline.
- 1 4. The method as recited in claim 1, wherein the memory includes a frame buffer.
- 1 5. The method as recited in claim 4, wherein the memory includes direct random access memory (DRAM).
- 1 6. The method as recited in claim 3, wherein the instructions are adapted for controlling a texture environment module coupled to the texture module.
- 7. The method as recited in claim 6, wherein the instructions control the manner in which the texture environment module processes the texture information.

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- 1 9. The method as recited in claim 8, wherein the initial instructions control at least the sending of the instruction request by the texture module.
- 1 10. The method as recited in claim 3, and further comprising temporarily storing the instructions and the texture information in cache.
- 1 11. The method as recited in claim 10, wherein the cache is resident on the texture module.
- 1 12. The method as recited in claim 3, wherein each piece of texture information 2 and each of the instructions are of a similar size in the memory.
- 1 13. The method as recited in claim 3, and further comprising controlling the texture module utilizing a shader module coupled thereto.
- 1 14. The method as recited in claim 13, wherein the shader module controls the sending of the instruction request and the texture request by the texture module.
- 1 15. The method as recited in claim 13, wherein the shader module processes a plurality of pixels with the texture information based on the instructions.
- The method as recited in claim 15, wherein the shader module is capable of reusing the texture information in order to request further texture information from the memory.
- 1 17. The method as recited in claim 15, and further comprising ceasing the processing upon the receipt of a terminate instruction.

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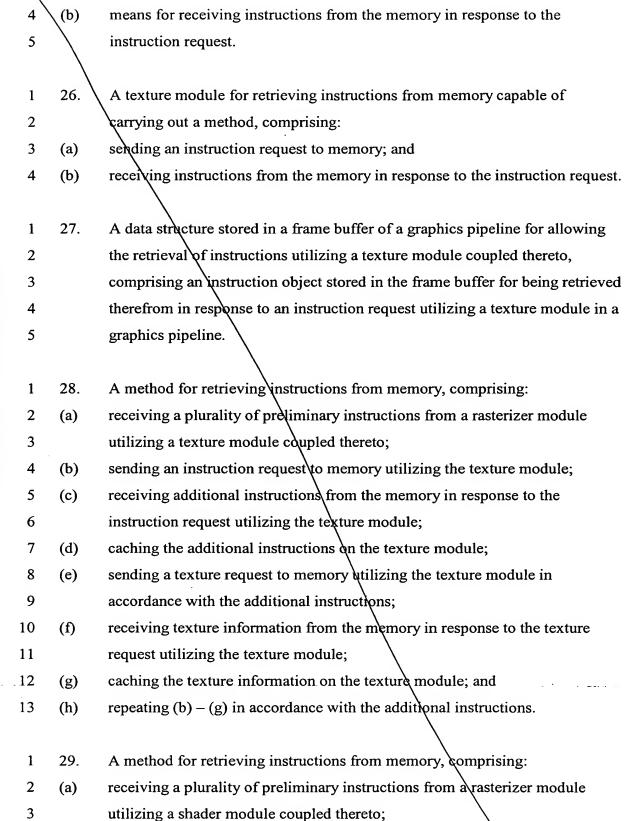
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(a)

18. The method as recited in claim 1, wherein a complete instruction set is 1 received in response to the instruction request. 2 19. The method as recited in claim 1, wherein a partial instruction set is received 1 2 in response to the instruction request. 20. 1 The method as recited in claim 19, and further comprising repeating (a) - (b) 2 in accordance with the instructions. 21. The method as recited in claim 1, wherein (a) - (b) are carried out in 1 accordance with the instructions received in response to the instruction 2 3 request. 22. The method as recited in claim 1, wherein the texture module is adapted for 1 2 operating in a plurality of different modes. 1 23. The method as recited in claim 22, wherein the instructions are received in a 2 predetermined one or more of the different modes. 1 24. A computer program product for retrieving instructions from memory utilizing a texture module in a graphids pipeline, comprising: 2 3 (a) computer code for sending an instruction request to memory utilizing a texture module in a graphics pipeline; and 4 5 (b) computer code for receiving instructions from the memory in response to the instruction request utilizing the texture module in the graphics pipeline. 6 A system for retrieving instructions from memory atilizing a texture module 1 25.

in a graphics pipeline, comprising:

means for sending an instruction request to memory; and



4	(b)	sending an instruction request to memory utilizing a texture module coupled
5		to the shader module;
6	(c)	receiving additional instructions from the memory in response to the
7		instruction request utilizing the texture module;
8	(d)	caching the additional instructions on the texture module;
9	(e)	sending a texture request to memory utilizing the texture module in
10		accordance with the additional instructions;
11	(f)	receiving texture information from the memory in response to the texture
12		request utilizing the texture module;
13	(g)	caching the texture information on the texture module;
14	(h)	processing a plurality of pixels with the texture information utilizing the
15		shader module in accordance with the additional instructions;
16	(i)	repeating (b) - (h) in accordance with the additional instructions; and
17	(j)	outputting the processed pixels upon receipt of additional instructions that
18		include a terminate instruction.